KONAMI®

CONTRA™

Instruction Manual

INSTRUCTIONS FOR COMMODORE

WHAT YOU NEED

Commodore 64, 128 or 128D computer; a 1541, 1570 or 1571 disk drive; a Commodore monitor or standard TV; and (1) or (2) joysticks.

LOADING

Select 64 mode, then turn on the disk drive and insert the program into the drive. Type **LOAD"*",8,1** and press RETURN. The introductory screen will appear, and the program will load automatically.
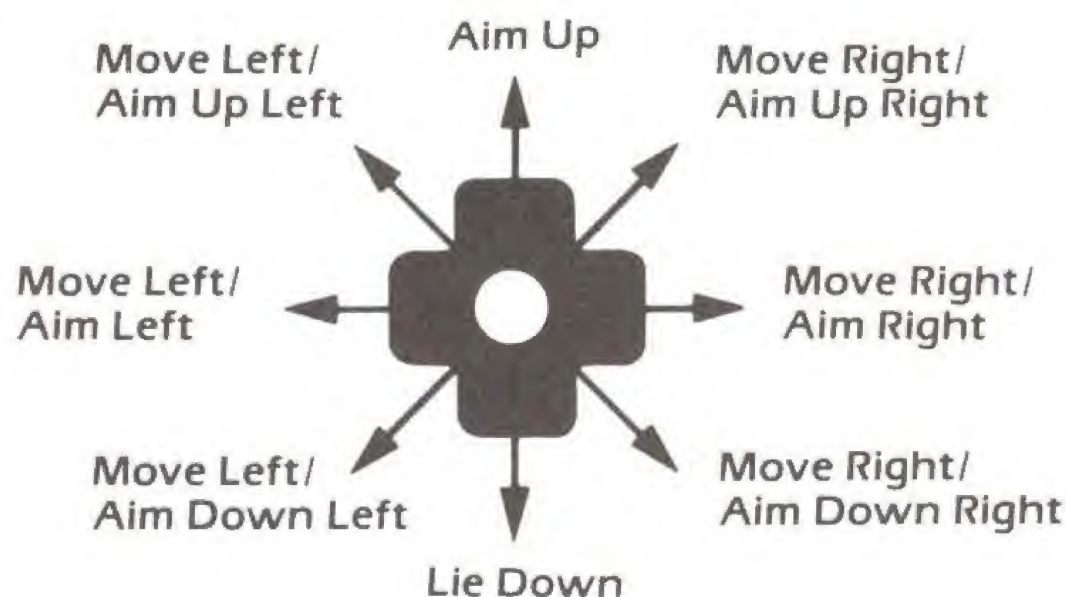
1 or 2 player options may be selected from the menu at the start of the game.

Note: A fast load feature is already included in this program. Do not attempt to load the game with an external fast load cartridge (or any other cartridge) as the game will not load.

CONTROLLING THE ACTION

The program is controlled by both a joystick and the keyboard.
Note: If only one person plays, the joystick must be plugged into port 1.

Aim Up

Move Left/
Aim Up Left

Move Right/
Aim Up Right

Move Left/
Aim Left

Move Right/
Aim Right

Move Left/
Aim Down Left

Move Right/
Aim Down Right

Lie Down

JOYSTICK FIRE BUTTON   Press to fire weapon.

KEYBOARD   Press SPACE BAR to jump. Press SPACE BAR and move joystick DOWN to jump down.

In addition, pressing RUN-STOP during play will pause the game. Once paused, another RUN-STOP will abort the game, while any movement selection will continue the action.

INSTRUCTIONS FOR IBM & IBM COMPATIBLES

WHAT YOU NEED

IBM or IBM compatible computer; 384K; 1 disk drive; color monitor recommended; joysticks optional.

TO LOAD

Boot DOS 2.0 or greater. Replace DOS Disk with the Contra Disk.

At the A > prompt, type: **CONTRA < cr >**

When setup menu appears, press:

F1 = to change input device for player 1

F2 = to change input device for player 2

F3 = to change keyboard configuration for player 1

F4 = to change keyboard configuration for player 2

Escape = to play the game

Note: If two players are teaming-up, each player must define his/her own keys. In other words, two people can't use the same keys.

KEYBOARD CONTROL

If you're using a keyboard instead of a joystick, use the numeric keypad to control your guerilla fighter. If you use a joystick, see Commodore instructions.

		Aim Up			
Move Left/ Aim Up/Left	7	8	9	Move Right/ Aim Up Right
Move Left Aim Left	4	5 Stop	6	Move Right Aim Right
Move Left/ Aim Down Left	1	2	3	Move Right/ Aim Down Right
		Lie Down			

TO FIRE WEAPONS

Player One, press: Player Two, press:
        INS   V

TO JUMP

Player One, press: Player Two, press:
        +   J

ADDITIONAL INSTRUCTIONS FOR IBM

During play, press:

F1 = Help Menu   F2 = Sound Toggle

Escape = Pause   F9 = Restart Game

To copy game onto hard disk, the original game program floppy disk must remain in the "A" drive.

To copy the disk, at the A > prompt, type:

HINSTALL (space), your drive port letter code (ie: C, D, E, etc.) (space), then a subdirectory name of your choice.

Example: **HINSTALL C CON**

ONLY THE STRONG SURVIVE

You're about to come face to face against Red Falcon, the cruelest life-form in the galaxy. He's recently established a foothold in the Amazon basin from which he will try to conquer the world.

Needless to say, it's gonna be tough. But you have no choice—either be a hero, or life as we know it will cease to exist, and the vile Red Falcon will rule forever.

YOUR MISSION

You must battle past hordes of alien soldiers equipped with awesome extra-terrestrial firepower, relying mainly on your guerilla warfare instincts to survive.

Destroy sensors at the end of Red Falcon's defense zones, until you reach the final and most deadly zone, where you'll either save the world or perish.

Along the way, collect special weapons by blasting flying capsules and pillbox sensors which will release Falcon Symbols. Capture these symbols and receive power-ups, such as Spread Guns, Lasers, Force Fields, and Rapid Fire.

Contra can be played by either 1 or 2 players.

STATUS AND SCORING

Scores are displayed at the top of the screen along with number of lives remaining and your current weapon.

In the Commodore version, you begin the mission with 3 lives. In the IBM version, the number of lives you begin with depends on the difficulty level. (level one: 2 lives, level two: 4 lives, level three: 6 lives).

For every defense zone you overcome, you receive an extra life. On both the Commodore & IBM versions, you will lose a life if you fail to successfully negotiate tunnel zones before the timer runs out.

HINTS

- Keep your eyes peeled for extra firepower.
- Remember that blasting certain enemies in the tunnels will yield special weapons.
- Shoot everything in sight.

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